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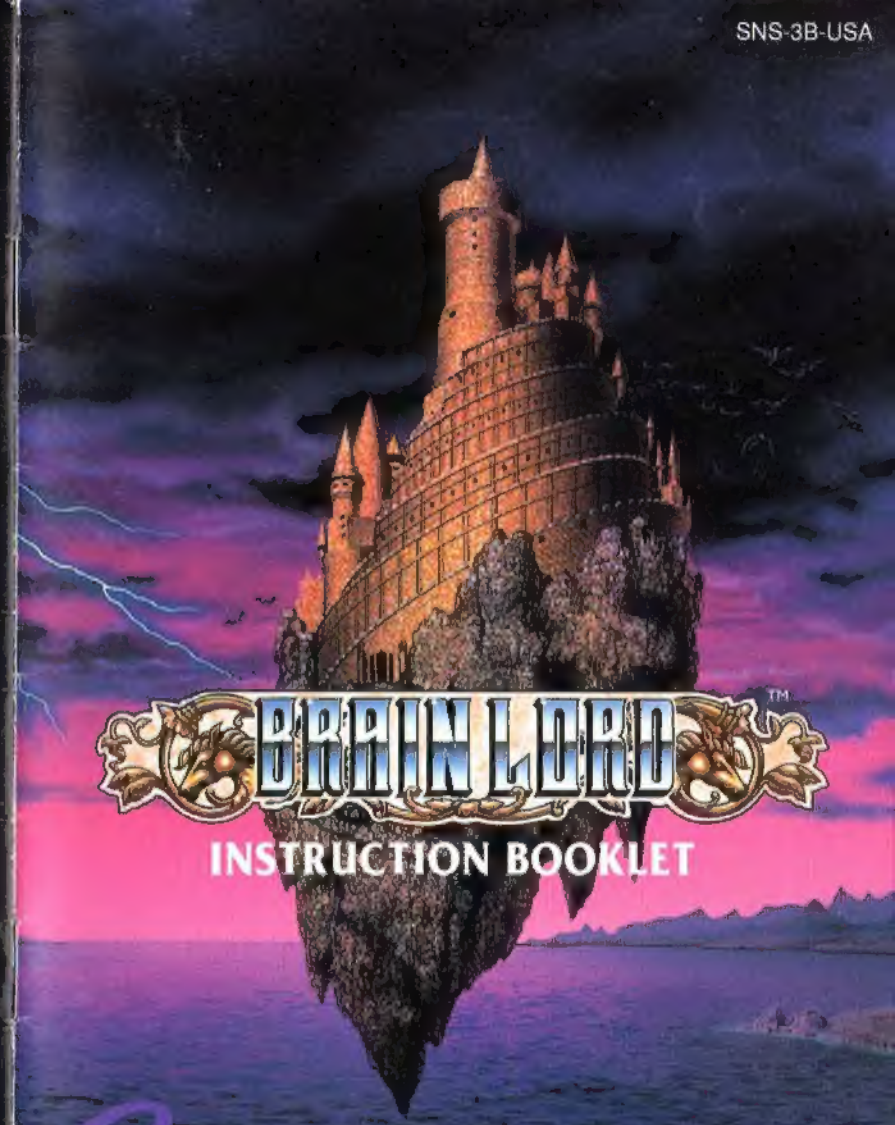

BRAIN LORD™

INSTRUCTION BOOKLET

ENIX

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Thank You for Selecting

BRAIN LORD™

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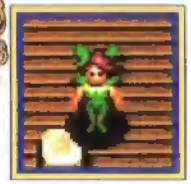
HEROES AND HISTORY

Eons ago when the Great Demon threw his dark shadow across our land, the King met and defeated him in a fierce battle. But the Demon was not destroyed, only wounded. In the form of a heavy mist, he disappeared to heal. Before long, he once again sent forth his legions of monsters to terrorize the people and to shatter towns. Three mighty dragons rose up to oppose the Demon. The Dragon of Wisdom taught humans how to find safety, and he had the Fairies record his deep knowledge. The Great Demon, once again in physical form, was attacked by the Dragon of War and forced to return to mist. The Dragon of Good Luck also transformed to mist and trapped the Demon in an underground cavern. From that day, the Great Demon has been closely guarded by the Dragon of War. An age has passed since the Demon was last defeated. People remember him now only as a legend. The race of dragons and their human brothers, the Dragon Warriors, have also faded into history. One Dragon Warrior remained in a far village. He set forth in search of the last dragons. He warned his son, Remeer, that he might not return and asked the young man to promise to continue the hunt for dragons. He told him, "Dragons and Dragon Warriors must not be lost to our world."

REMEER

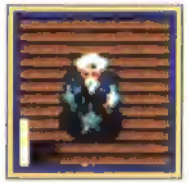
As the son of the last Dragon Warrior, it is Remeer's responsibility to take up his father's quest. Remeer is skilled in fighting with both fists and weapons. He can also cast magic spells at will.

KASHIAN



This strong-willed young woman is the daughter of a Witch and a Warrior, having the unique talents of both. Kashian has left home and lives as a Bounty Hunter and fearless Adventurer.

BARNESS



Though born a nobleman, Barness chose to enter a Shrine when he was 20. Now he is a deeply spiritual man. An omen in the stars has inspired him to begin seeking the legendary Dragons.

REIN

This successful Bounty Hunter is the descendent of generations of honorable warriors. He does not hesitate to follow his inborn sense of justice, which is strong and never leads him astray.

FERRIS

She is withdrawn and prefers not to say much about herself. Ferris's parents were both fortunetellers, and she is a powerful witch. In spite of her quiet ways, she is a valuable companion.

GETTING STARTED

At the Title screen, push the START BUTTON, you will then have the options seen below.

CONTINUE Select this option if you wish to CONTINUE a saved game.

BEGINNING When beginning a new quest, select this option.

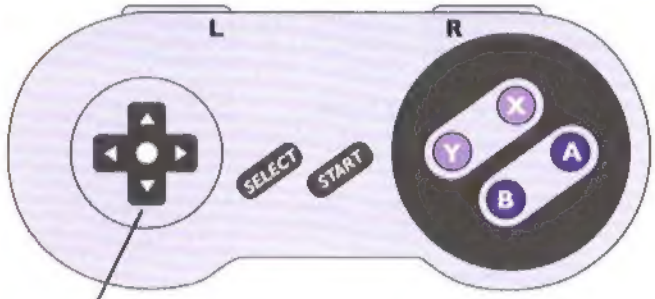
ERASE If you wish to start a new game but there are no FREE files, select this option to ERASE one.

COPY If you would like to make a copy of a saved game, select this option. You must have a FREE file available to make a copy. If there are none, select the ERASE option first.

HERO'S NAME

After you choose a FREE file, you can give yourself a name. Use the CONTROL PAD to move the cursor. Push the B BUTTON to select the letter. To erase letters, push the A BUTTON. When you have finished, move the cursor to The End and push the B BUTTON. If you select "The End" without recording a name, you will be known as Remeer.

CONTROLLER FUNCTIONS



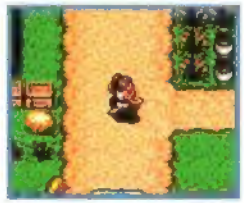
CONTROL PAD

You will not use the Select Button.

CONTROL PAD

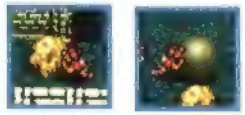
MOVING YOURSELF

Use the CONTROL PAD to manuever your character around the game. In most cases you can't walk through walls or other obstacles. You will also use the CONTROL PAD to move the cursor around the option screens.



MOVING OBJECTS

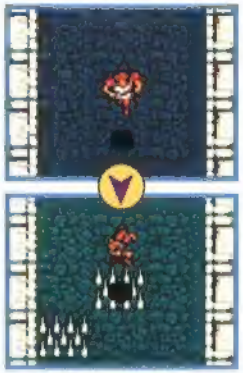
It is possible to move some types of rocks and barriers. To try this, push the CONTROL PAD in the direction of the object. If the object is movable, or if the player can pass through it, he will do so.



A BUTTON FUNCTIONS

JUMP

Push the A BUTTON to jump. If you wish to make a long jump, press the CONTROL PAD in the direction you wish to jump and push the A BUTTON at the same time.



CANCEL SELECTIONS

To cancel a selection, simply press the A BUTTON.

NOTE: You will also use the A BUTTON to scroll through the conversation when speaking with others.

B BUTTON FUNCTIONS

TALK

To speak with someone or something, stand next to it and press the B BUTTON.

ATTACK/USE

To attack an enemy, push the B BUTTON. This will use whatever weapon you currently have equipped.*
If you have no weapon, the player will attack with his hands.

If you would like to USE an item, Press the CONTROL PAD to select an item and the B BUTTON to USE it.

*To equip weapons and other items, see page 12.

Y BUTTON FUNCTIONS

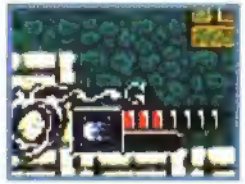
DEFEND

If you are equipped with a shield, push the Y BUTTON to defend when under attack. Pressing the Y BUTTON will help you only when you are holding a shield.

L R BUTTON FUNCTIONS

CHANGING SPELLS

When you have more than one spell, you can scroll through them by using your L or R BUTTON. Leave the one you wish to use in the window.



START START BUTTON FUNCTION

MAIN MENU

You can bring up the Main Menu by pushing the START BUTTON. To close the Main Menu, push the A BUTTON.

The Main Menu allows you to select your items and use other options.

ACTION SCREEN

Shown in the photo below is the view you will have of your surroundings. You will also be able to see important information about your status, gold, and magic. Carefully watch what happens around you.

1 You will only be able to control your own movements. The other characters are independent.

2 These Fairies are released from Jades. Try to collect Jades so you can have the Fairies' help.

3 The spell shown in this window is your selected spell.

4 To use magic, push and hold the B BUTTON until this Meter fills up. Release the B BUTTON to cast the spell. You must have magic to use this feature.

5 This is your Life Meter. As you receive injuries, it will be depleted.

6 You collect Gold by defeating enemies. Use your Gold to purchase items, weapons, etc.

MAIN MENU

While you are playing, push START BUTTON to bring up the Main Menu. The game will pause. Use the CONTROL PAD to move the cursor, and push the B BUTTON to make a selection. Push the A BUTTON to return to the Action Screen.

ITEMS

Choose ITEMS from the Main Menu to view your inventory. Move the cursor up or down to scroll through the three item windows. The number of the item window you are in appears at the top of the window.

EQP/USE

To EQUIP items such as weapons, armor, etc, use the CONTROL PAD to select the item and press the B BUTTON to enter it. You will see a small "E" above the entered item. This means the item is now equipped.

To USE an item such as apples, herbs, etc, use the CONTROL PAD to select an item and the B BUTTON to enter it.

MOVE

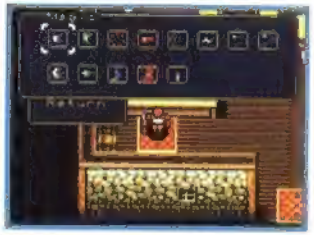
You can move items around in the three item windows. Select the item you wish to move and press the B BUTTON. Next select the COPY option. Move the cursor to the place you wish to put the item and press the B BUTTON.

TOSS

To TOSS items you do not want any longer, select the item and choose TOSS . You will be asked if you are sure you want to discard. Say "Yes" to get rid of the item, say "No" to keep it.

You cannot discard items you still need.

MAGIC



Choose MAGIC in the Main Menu to view your spells. You cannot choose this option if you have no spells. In the magic window, put the highlight box around a spell and push the B BUTTON. A brief description of what that spell does will appear.

CONFIG

When you select the CONFIG option on the Main Menu, you will be given three other options, see below.

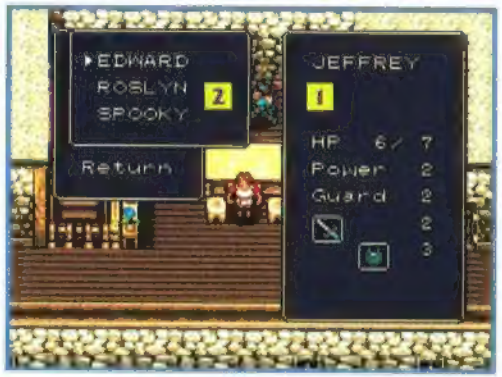
MSG

Adjust the text speed in the conversation windows here. Choose a speed and push the B BUTTON.

KEY

Select this to change the button functions. Place the cursor next to the button you want to change, and press right or left on the CONTROL PAD.

STATUS



To see your strength, attack and defense, choose STATUS on the Main Menu. You will also be able to check the condition of your Fairies. This information appears on each side of the window.

1 HP = your life, POWER = your strength, and GUARD = your defense, see section 1 in photo above. Below Guard, the icons and power level of your equipped weapons, armor and items are displayed.

2 Select one of your Fairies. The Level (LV) and Power of the Fairie are shown. EX is the number of experience points the Fairie has, and the number below it is how many points the Fairie needs to reach the next Level.

RETURN

Select RETURN from the Main Menu to go back to the entrance of the area you are in. Use this to learn the way through difficult rooms or dungeons. Use this to reset difficult puzzles or help escape dangerous situations.

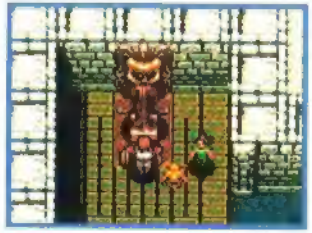
SAVING YOUR PROGRESS

Enter Inns or talk to statues and you will get the opportunity to save. Once a game is saved, you can turn off the control deck. You can continue the game later from the point where it was saved by selecting CONTINUE in the Option Screen.

INNS

Inns don't always have signs posted outside– they can attract bandits. Innkeepers ask if you would like to stay. If you stay, your Life Meter is refilled for a price. If not, you are asked if you would like to record your progress. This saves your game.

STATUES



Statues, like the one shown in the photo, will often share words of wisdom with you. Some have learned much that will help you. They will also offer to record your progress, which is the same as saving.

QUEST NECESSITIES

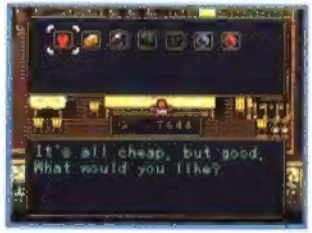
To succeed in your search for the last dragons, you must use the best weaponry and armor available. You will also need many items and keys. Learn new magic spells, and gather many Fairies about you.

ITEMS

Food, warp gates, and herbs are the types of items you should collect. Before leaving a town, stock up on everything you might need. Organize your item windows so that you can easily find needed items. This will help tell you when you need to restock.

STOCK ITEMS

Many items are reusable, but things like food or Hearts will be gone once you use them. They must then be replenished. Monitor the items that you must stock to avoid being out when you need them.



ABANDONED ITEMS

Most of the items you will need can be bought or found inside treasure chests. However, your enemies frequently carry useful objects with them. When defeated, they leave these items and you can add them to your inventory.

WEAPONS

Always try to obtain weapons with higher attack power than the ones you have. The types of weapons are: Swords, for a sweeping attack pattern; Axes/Maces, for breaking objects; Boomerangs/Bows/Arrows, for long distance attacks. See Poster for details.

KEEP A VARIETY

Leave different weapons, like a Sword, Ax, and Boomerang, in your inventory so you can meet all challenges. Sell similar weapons of lower attack power to keep your item windows clear and open for new weapons.

ARMOR

The stronger your armor is, the more blows from an enemy you can survive. Equip the best you can buy or find in treasure chests. If you need to move fast, replace your armor with a cape. When you equip new armor, it replaces whatever you were wearing before.

SHIELDS

Because of the terrible abuse they suffer, shields don't last long. The numbers beneath a shield show how many hits it has taken (the left number) and how many total hits it can take before crumpling (right number).

MAGIC

Throughout your search, you can find up to 13 magic spells. Some you must buy, others you will discover. Before casting a Magic Spell, make sure it appears in the Magic window on the Play screen. Push and hold the B BUTTON until the meter is full, then release.

THE CRONE

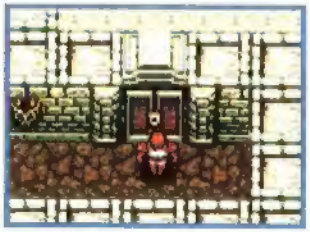
Speak with the old woman shown in the photo whenever you see her. To buy her wares, stand across the table from her. Save your gold for these encounters and purchase everything she sells.

KEYS

Your search will be blocked by a great many locked doors. When one blocks your path, try the keys in your inventory. To do so, stand facing the door. Go into the item window, choose a key and then select USE. If none of your keys open the door, you must explore the area to find the one that will.

COLLECT KEYS

You will be faced with 48 locked doors, each requiring its own key. Therefore, you should never pass up the chance to add a key to your inventory. Once you have used a key, it will be discarded.



FAIRIES

When released from its Jade, the Fairie will stay close and use its magic to help you. Only two can be released at a time. To release a Fairie, go into the Main Menu, select the Jade, and choose USE. To put a Fairie back, select the empty Jade and choose USE.

GROWING FAIRIES

Each Fairie gains Experience Points by collecting Blue Spheres of Fairie, worth 50 points. Only a released Fairie can pick up a Sphere. If two Fairies are out, the fastest one takes the Sphere.

STRATEGY BOOK OFFER!

BRAIN LORD
STRATEGY GUIDE

The official *Brain Lord Strategy Guide* includes:
- Detailed maps including towns and dungeons!
- Complete strategies for every part of the game.
- Statistics on all characters, monsters, weapons and magic spells...**and much more!**

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IFTW BOOKS

THE NINE JADES

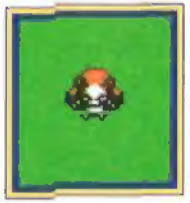
Each of the nine Jades holds a Fairie. Once you collect a Jade, you will name the Fairie inside. You can have two of each type of Jade in your inventory. You do not need all of the Fairies, but they can offer you a lot of assistance.

CRIMSON JADE

The Fairie of this Jade has the power to throw fireballs at nearby enemies. The higher her Level, the faster and stronger her throws become.

FOUNDATION JADE

When you have released the Fairie in the Foundation Jade, she will hover near you. Her presence increases your defense power so you can survive more injuries.



DECEASED JADE

The devoted Fairie from this Jade will gladly surrender her levels to save your life. When you run out of HP, she will loose one level and you will be restored.

POWER JADE

This Fairie is quite fierce, staying close by you in battle. Her special power increases your attack level so that you can inflict more damage.

LIGHTNING JADE

The high-voltage Fairie from the Lightning Jade zaps your enemies. She will use her storm-born power to electrocute attacking foes.

WATER JADE

Shaping water into compact balls and flinging them at enemies is this Fairie's unique skill. The water balls engulf their victims like small tidal waves.

ANGER JADE

This furious little Fairie attacks the enemy head-on. She swarms around your foes, zipping in to inflict damage. Use her when facing multiple enemies.

LIGHT JADE

When you are exploring dark areas, release this handy Fairie from the Light Jade. Try to have one with you when you reach the Site of Civilization.

LIFE JADE

The Fairie from this Jade has the power to restore your HP. As her Level increases, she can replenish your meter more often.

HELPFUL HINTS

During your search, you will have to solve many puzzles, and find your way through enormous castles To succeed, you must be a Brain Lord–clever and able to think through the mysteries you will face. Here are some tips to help you through...

1. If you lose a life, you return to where you last saved–with half your Gold. So, hit Reset on the control deck after losing a life, then continue the game. You'll keep your Gold.

2. Once you get hold of an Ax, swing it at tempting objects, like jars and boxes. Sometimes you will find valuable items hidden beneath or inside them.

3. Usually, you talk to shop keepers from across the counter. But if you can work your way behind the counter, some of them may whisper secrets in your ear.

4. Be sure not to carry excess weaponry or items in your inventory. Sell unwanted possessions when you can, or discard them. No one will buy items you are still going to need.

5. When you encounter a locked door for which you have no key, put on your X-Ray glasses to study the floor plan. Make a mental or written note of where the door is so you can return to it.

6. Watch for breaks in the pattern of bricks or tiles on the floor. Irregularities usually hide traps or spikes that will put a quick end to your search.

GOOD LUCK!

90 DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY:

Enix America Corporation ("Enix") warrants to the original purchaser that this Enix Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within this 90-day warranty period, Enix will repair or replace the PAK at its option free of charge.

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If the Enix Service Representative is unable to solve the problem by phone, he will provide you with a return authorization number. Simply record this number on the outside packaging of your defective PAK and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

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